



BOSS FIGHTERS

QR

Jungle Fever Rulebook



Pegasus Spiele

Every 1,000 years, a creature of unparalleled power awakens in the lava pits of a volcanic island and threatens to consume the world in its fire.

It was pure coincidence that your group was in the area at exactly the right (or wrong?) time, planning to explore the jungle and hoping to relieve a few unsuspecting monsters of their hoarded treasures. But now you quickly realise that the fate of the world lies in your—honestly rather clueless—hands. No pressure, but this REALLY must not go wrong!

Contents

All cards are pre-sorted. Only open the individual boxes when instructed to do so!



1 Box
“New Heroes and Classes”



1 Box
“Loot and Campaign”



2 Hero boxes



1 Box for Items



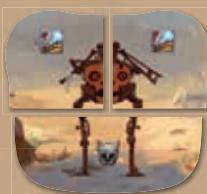
1 Box for
Campaign tokens

New Box for Items

From now on, place the Items from the base game in the new Box for Items. Also place the following new tokens in this box, you'll need them later.



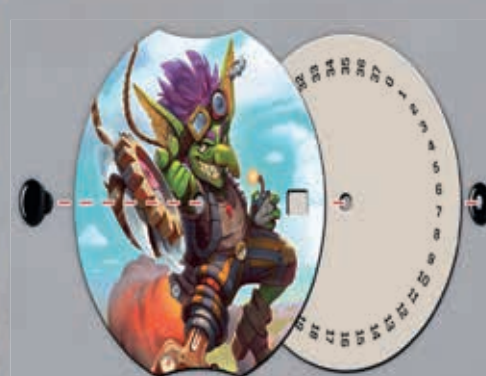
4 Totem reminder tokens



3 Combat Robot parts

2 Health Counters

Before your first game, assemble the 2 Health counters as shown.



Campaign tokens

Place the following tokens in the Box for Campaign tokens.



20 Vines



20 Spiderlings



5 Spiderwebs



16 Scrap Bullets



1 Crosshairs



1 Machete



1 Torch

Additional base game components



12 Fire tokens

What's new?

The Jungle Fever Expansion includes 2 new Heroes and Classes, 2 new Loot cards for every star level, as well as a new campaign with 5 powerful Bosses. You can find the beginning of the campaign on page 10. On pages 4 to 8, we introduce the new Heroes and Classes in more detail. You may use the new Heroes, Classes and Loot cards in the base game campaign as well. To do so, read the blue box below that applies to your group.

Note: All cards from this expansion are numbered and show this icon in white: 



In the green box, you will find all cards for the 2 new Heroes **Dryad** and **Goblin** as well as the cards for the 2 new Classes **Paladin** and **Shaman**. Open this box if you want to play with the new Heroes and/or Classes.



In the golden box, you will find **20 new Loot cards** as well as all cards you need to play the **Jungle Fever campaign**. Open this box if you need the Loot cards or want to begin the Jungle Fever campaign.

You haven't played the base game campaign yet

If you haven't played the base game at all, we recommend you play the base game campaign with the base game Heroes and Classes first. The new Heroes and Classes from the Jungle Fever Expansion are much more complex by comparison. Just follow the base game rulebook and play the training fight against *Mr. Puppet* as well as the fight against the first real Boss, *The Prince*.

Note: It is not possible to play the training fight with the Heroes and Classes from this expansion.

You will receive Loot cards after every fight. This expansion includes new Loot cards to increase your selection. The first time you receive Loot cards in the base game, read the section “**The new Loot cards**” below.

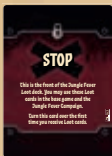
You want to continue the base game campaign

You may play all Bosses from the base game with the new Heroes and Classes. If you are familiar with the base game rules and want to continue an existing base game campaign game with the new Heroes, that is also possible, as you can (and are allowed to) change your Heroes and Classes before every Boss fight.

To do so, go back to the Tavern screen in your app (where you have chosen your seat). Tap your Hero icon. Your Hero and Class combination will appear in the center of the Tavern screen. Now you can simply scan your new Hero and/or Class card. Once you are satisfied with your choice, you have to choose your seat along the edge of the screen again. If you want to delete all current Heroes at the same time, just tap the  symbol. If you only want to delete a certain Hero, tap that Hero and when it appears in the center, tap the  symbol.

Before you continue, also read the section “**The new Loot cards**” below.

The new Loot Cards



In the golden box from this expansion, you will find 2 new Loot cards for every star level ( to ). You may use them even if you play the base game campaign for the first time.

Open the golden box and place the Jungle Fever Loot deck at the edge of your play area. Whenever you receive new Loot cards in the base

game, also take the 2 Loot cards with the same star level from the Jungle Fever Loot deck and add them to your selection. So from now on, for every star level you have a choice of 7 cards instead of 5 cards. You may still only choose 1 card per player for each star level.

Place all received Loot cards that weren't chosen in the Storage box of the base game.

The new Heroes and Classes

**This expansion includes 2 new Heroes: the Dryad and the Goblin.
It also includes the 2 new Classes Paladin and Shaman.**



Goblin

The cunning Goblin Tinkerer tries to make up for his innate cowardice with flattery and empty threats. His physical weakness he compensates by inventing troublesome gadgets, which often let his allies tremble in fear of another uncontrollable fire or random explosion. He is convinced that he may find especially valuable resources for his experiments in the loot of the Bosses in this jungle. Whenever things go sideways, he sends a quick prayer to the Great Handywoman, who can repair and fix everything.

The Goblin is a Hero with a lot of offensive strength. His *Razor Yo-Yo* is an attack that can be played twice in the same round. The *Wind-up Rat* has to be wound up the first time he plays it, but deals direct damage to the Boss the second time. The *Jet-Pack* and the *Claw Trimmer* are stronger when the Boss shield for their respective damage type is already destroyed. *Tick-Tick-Boom* has the potential to do very much damage—or very little.

Dryad

The mysterious Dryad is a being made of plants, and a guardian of nature. With her 700 years, she is still practically a sprout, but her great strength is her ability to change her form at will in any situation. This gives her a lot of flexibility during battles. The Elder Council of the Dryads determined that the destructive power of the volcanic creature was a danger to the natural balance. So they decided to send the most daring dryad to contain this threat.

The Dryad is a flexible Hero with many options. Her *Thorn Fist* becomes stronger every time she plays it during a fight. The *Acid Moth Swarm* deals a lot of Magic damage, but at the cost of the Dryad having to discard a random hand card. With the *Ancient Seedling* she can transfer her own health points to other Heroes. That way, she can ensure her allies have enough health to survive, especially towards the end of a Boss fight.





Paladin

The Paladin is a powerful defensive Class. Their *Holy Plate Armor* grants Protection and health points at the same time. The *Heavenly Shield* can remove Status tokens, if the Boss Attack targeting a Hero is reduced to 0. With the *Blessing of Balance* the Paladin may choose a Hero who plays a lot of Attacks, giving that Hero the ability to protect themselves with every Attack they play. The Paladin's *Loyal Mount* grants them an additional turn in the following round, making the Paladin the only Hero who can start a round with 4 Actions.



Shaman

The Shaman is a Class that is particularly good at supporting their allies. The Shaman has 4 different Totem cards. If they play a Totem, they choose a Hero who gains a benefit—this can also be the Shaman themselves. These benefits increase the strength of certain card effects played by the chosen Hero until the end of the round.

For every Totem, there is a reminder token. Place these tokens at the edge of the play area before every fight. The Shaman gives the respective reminder token to the Hero they choose when playing a Totem. That Hero keeps the token until the end of the round, then returns it to the edge of the play area.



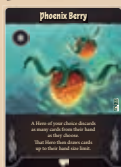
Card Explanations

This page explains some cards from the new Heroes and Classes in more detail.

Reminder: Some Action cards use the word “round”. In every **round**, each Hero has **3 turns**. During each of these turns, the active Hero performs 1 Action (unless they may perform additional Actions, e.g., by playing cards with a Lightning).

Dryad

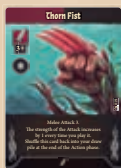
Phoenix Berry



If you play the Phoenix Berry, a Hero of your choice may discard as many cards from their hand as they like. Afterwards, that Hero draws cards from their draw pile up to their hand size limit.

Remember that their hand size limit might be reduced, for example, due to Paralysis tokens.

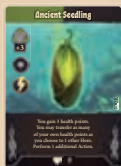
Thorn Fist



The first time you play the Thorn Fist, you perform a Melee Attack with a strength of 3. Every time you play it again in the same Boss fight, its strength increases by 1. This means, the second time you play it, you perform a Melee Attack 4, the third time you play it, you perform a Melee Attack 5 etc. While the app will always keep track of the increased value, it still definitely helps if you remember it as well.

You may shuffle the Thorn Fist back into the draw pile at the end of the Action phase instead of discarding it. The app will remind you to do so.

Ancient Seedling



You gain 3 health points. Then, you may transfer health points from you to exactly 1 other Hero: You lose as many health points as you want and the other Hero gains that many health points.

Remember that a Hero may never exceed their starting health value.

Goblin

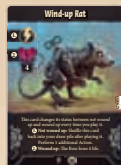
Razor Yo-Yo



The first time you play the Razor Yo-Yo each round, you may take the card back into your hand immediately after the effect is resolved. The app will remind you to do so.

If you play the Razor Yo-Yo again in the same round, you may not take the card back into your hand.

Wind-up Rat

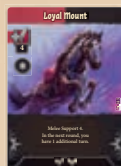


The Wind-Up Rat has to be wound up before it deals damage. The first time you play it in a Boss fight, you gain an additional Action and must shuffle the card back into your draw pile immediately. If you later play it a second time, the Boss loses 4 life.

This cycle then repeats itself.

Paladin

Loyal Mount



When you play the Loyal Mount, you will start the next round with an additional 4th turn. You will be able to play this 4th turn at the end of that round, after all other Heroes have played their 3 regular turns.

Blessing of Balance



When you play this card, choose a Hero who becomes blessed until the end of the round. Every time the blessed Hero plays an Attack, the Boss attack targeting that Hero is reduced by 2. If the blessed Hero plays a card with 2 or more Attacks on it, each of these Attacks reduce the Boss attack by 2.

Attention: The Boss attack is not reduced if the blessed Hero plays a Support!

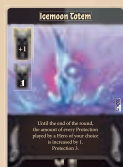
Shaman

Totems

As the Shaman, you have 4 Totem cards. If you play a Totem, choose a Hero who gains the Totem's benefit until the end of the round. Give that Hero the reminder token for the corresponding Totem.

Reminder: You place the cards you play in your card play area, where they remain until *Phase 6: Discard phase*. This means you can't play the same Totem card multiple times in the same round! If you make a mistake and play the same Totem a second time in the same round, the benefit of the first time you played it is lost and the Hero you choose the second time gains the benefit instead.

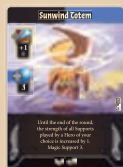
Icemoon Totem



Until the end of the round, the amount of all Protection effects played by a Hero of your choice is increased by 1.

If you choose yourself, the benefit already applies to the Protection 3 that is also on this card, turning it into a Protection 4.

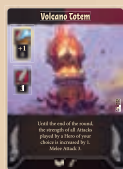
Sunwind Totem



Until the end of the round, the strength of all Supports played by a Hero of your choice is increased by 1.

If you choose yourself, the benefit already applies to the Magic Support 3 that is also on this card, turning it into a Magic Support 4.

Volcano Totem



Until the end of the round, the strength of all Attacks played by a Hero of your choice is increased by 1.

If you choose yourself, the benefit already applies to the Melee Attack 3 that is also on this card, turning it into a Melee Attack 4.

Thunderclap Totem

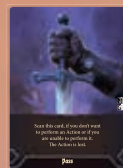


With the Protection 3 effect, you protect a Hero of your choice as usual.

Until the end of the round, the protected Hero may remove 1 of their Status tokens every time they play a Lightning.

The benefit of this Totem always applies to the protected Hero only. You can't use it to have other Heroes remove their Status tokens.

Pass



Many effects let you draw cards, perform additional Actions etc. All these effects are optional and **you may decide not to perform them**. If you do not wish to perform an Action, you can now use the **Pass** card. This card has no effect, other than letting you skip your Action.

In the rare case that you **cannot** perform an Action, you must play the Pass card!

You will find the Pass card as the first card in the Jungle Fever Loot deck.

Example: Due to a card effect, you may play the top card from your draw pile. Unfortunately, both your draw pile and discard pile are empty, so it is not possible for you to perform this Action. Instead, you must play the Pass card.



Experienced Heroes

When you reach star level 3, you will receive your new Hero cards. Your Heroes have gained experience and have their own unique Hero abilities now. Read this page as soon as you receive your Hero abilities.

Experienced Goblin

The experienced Goblin has the ability to turn a pile of junk into a working Combat Robot. As long as the Combat Robot works, the strength of all Attacks played by the Goblin is increased by 2.



Place the “**Junk Pile / Working Combat Robot**” card you have received next to your Hero card, with the Junk Pile side facing up. This card is not part of your deck or hand cards, and it is never placed on your discard pile or shuffled into your draw pile.

Also place the **3 Combat Robot parts** with their construction side facing up next to the Junk Pile card.



To build the Combat Robot, you have to play 3 different card effects: 1 Attack, 1 Support, and 1 Protection (in any order). Every time you play one of these effects successfully, the app will tell you that a part of the Combat Robot has been built. Turn the Combat Robot part matching the effect you played to its working side. You may build the 3 parts of the Combat Robot across multiple rounds.



As soon as you have built all 3 parts of the Combat Robot, it starts working. Turn the Junk Pile card over to its other side (Working Combat Robot).

As long as your Combat Robot is working, **the strength of all Attacks played by the Goblin is increased by 2**. However, the Combat Robot doesn't last indefinitely. It has **8 Durability points**, which are shown in the app. Every time the Goblin plays an Action card, the Combat Robot loses 1 Durability point. Additionally, whenever a Boss attack hits the Goblin, the Combat Robot loses Durability points equal to the strength of the Boss Attack. As soon as the Combat Robot loses its last Durability Point, it is destroyed. Turn the Working Combat Robot card back to the Junk Pile side. Also turn all 3 Combat Robot parts back to their construction side. You can now begin to build it again.

Experienced Dryad

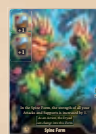
As an experienced Dryad, you can take on 3 different Forms. Place the **3 Form cards** you have received to the right of your Class card. The 3 Form cards are not part of your deck or hand cards, they are never placed on your discard pile or shuffled into your draw pile.

As an Action, you may **play a Form card, to change into this Form**. Place the Form card you played on top of your Hero card, overlapping it, so that you can still see your starting health, hand size limit and Hero ability.

Note that the first Form card you play each round gains 1 Lightning as part of your Hero ability. This means you may change your Form “for free” once per round.



Tree Form: In the Tree Form, the amount of every Protection effect you play is increased by 1.



Spine Form: In the Spine Form, the strength of every Attack and Support you play is increased by 1.



Flower Form: In the Flower Form, you gain 3 health points whenever the Boss loses life due to your Attacks or Supports.

Experienced Classes

When you reach star level 6, you will receive your new Class cards. You gained proficiency in your Classes and have your own unique Class abilities now.

Experienced Shaman

Every round, the first Totem you play gains 1 Lightning.

Experienced Paladin

Every round, the Paladin gains 3 health points if they are the first Hero of the group to play a Melee Attack, Ranged Attack, or Magic Attack that round, thus “activating” that damage type for Support cards (the background of activated damage types starts glowing in the app).

Tips and Tricks

Group Management in the App

- If you want to make changes to your Hero group, you can do that in the Tavern screen within the app. Tap a Hero icon to make it appear in the center of the screen. Tap the  icon to delete that Hero. By tapping the  icon, you can also delete all Heroes at once. Then you can scan your new Heroes and Classes, give them names, and choose your seats.
- By scanning new Heroes or deleting existing Heroes in the Tavern, you can continue your campaign with fewer or more players at any time.
- If you wish to continue your current campaign on a different device, you can transfer your group to the new device by going to the group selection on the start screen and exporting your group from there.

Strategies against Bosses

- In the app, you will find a symbol above most Boss abilities, which indicates what kind of Boss ability it is. If you encounter a new Boss ability, make sure to discuss the ability type and what you could do against it in your group. Although you won't be able to prevent most Boss abilities entirely, you can find clever ways to react to them. You can find more details on Boss ability symbols on page 9 of the base game rulebook.
- The Bosses follow a fixed set of rules and processes. The better you understand those, the easier it will be for you to win the fight. Take the time to discuss which rules apply to a Boss. Oftentimes, one Hero will figure out a certain detail another Hero didn't pick up on, and only talking about it will give you the whole picture.
- Usually, a Boss gains 3 new Boss shields at the beginning of each round. Discuss the Actions you can perform and figure out the damage type of which you have enough cards available to destroy the shield as well as deal a lot of damage to the Boss afterwards. Nothing (or hardly anything at least) is worse than destroying a Boss shield and then dealing little or no damage to the Boss!

Settings

- In the settings of the app, you can choose how many reminders for effects you wish to receive. You can receive reminders for all card effects, or only for the most important ones, or none at all. For your first few Boss fights, we recommend keeping all reminders active.
- If you play a Protection and there is only 1 Hero left that is being targeted by a Boss attack, the app will still ask you which Hero you wish to protect. In the game settings, under "Convenience", you can tell the app to resolve obvious choices like this automatically.

Strategies for your Heroes

- After every Boss fight, you will receive Loot cards that are stronger than many of the cards you have in your starting deck. You are also allowed to remove weaker cards from your deck (as long as it still consists of at least 20 cards). We highly recommend doing so, as you probably won't play the weaker cards anyway. Also, if your deck only ever consists of 20 cards, you can play your most powerful cards more frequently than if it would consist of 25 or more cards.
- In *Phase 6: Discard phase*, you may discard hand cards of your choice. Use this to discard weaker cards. Many decks have especially strong cards. The more cards you discard, the faster you will draw these strong cards again.
- It can often make sense to use the Backpack as your first Action as it gives you new possibilities for your following Actions. Try to avoid situations where you don't have any useful cards in your hand for your last Action.
- Use your Healing Potions early! As soon as any Hero has lost 8 health points, it makes sense to spend a Healing Potion on them, even if that Hero still has many health points remaining.
- Paralysis tokens are especially mean, as they reduce the amount of cards you may draw, giving you fewer options for your Actions. When you may remove Status tokens, it is almost always best to remove Paralysis tokens first.

The new Campaign: Jungle Fever

In the Jungle Fever campaign, you will encounter 5 new, powerful Bosses. For these Bosses, it is especially important to figure out together what their abilities are and how to counter them. We recommend only playing this campaign after you have completed the base game campaign.

Boss 1: Monstrosia

Nourished by magical springs underneath the jungle, this plant has mutated into a dangerous monstrosity. It guards the temple ruin where the treasures you seek lie hidden. Be careful! As soon as it opens its petals, the fight will become much harder. And never let it hug you!

Loot Cards

Before the fight against Monstrosia begins, take your first Loot cards. Choose 1 card each from the star level  Loot cards and add it to your deck. As an exception, **do not remove any cards from your deck** before this first Boss fight!

Vines and the Machete



Shuffle the **20 Vine tokens** to create a face-down supply. Place this supply within easy reach in the middle of your play area. Only for this Boss fight, place the Boss-specific Item **Machete** next to the other Items.

In the fight against Monstrosia, the app will tell you from time to time to take 1 or more Vines. In this case, draw the required amount of Vine tokens from the face-down supply, turn those tokens face-up and place them on your Class card.

In *Phase 5: Status phase*, you will lose **2 health points for each Vine token** you have (no matter what number is printed on them).

Vines are **not** Status tokens! If you want to **remove Vine tokens**, you have to **scan the Machete as an Action**. It gives you an additional Action. If you use this Action to play an Attack or Support, it will not damage the Boss or their shields. Instead, you may remove 1 or more Vine tokens **from 1 Hero of your choice**, with the total value of the numbers printed on them being equal to or smaller than the strength of your played Attack or Support. The app will remind you of the total value of Vines you may remove.

Place the removed Vine tokens on a face-up discard pile for Vine tokens. If your supply of Vine tokens runs out, shuffle the discard pile to create a new, face-down Vine token supply.

Items

In this Boss fight, you may use the following Items: Backpack, Healing Potions, Lucky Charm, and the Boss-specific Item Machete.

Status tokens

The Boss uses the following Status tokens you already know from the base game. Place any Status tokens you receive on your Hero card. You can remove them using the Medical Bag (from Boss 2 onwards), or by playing any of the cards that allow you to remove Status tokens. The supply of Status tokens is unlimited. If you run out of a required Status token, use something else as a substitute.

Poison Tokens



During *Phase 5: Status phase*, you lose 1 health point for each Poison token on your Hero card. Poison tokens must be kept until the end of the fight, unless they can be removed by an effect.

Panic Tokens



If you have 1 or more Panic tokens, you may only play hand cards at random. If you want to play a hand card, shuffle your hand cards and randomly draw 1 of them to play. Immediately discard 1 Panic token after randomly playing a hand card!

Paralysis Tokens



For each Paralysis token, your hand size limit is reduced by 1. During *Phase 6: Discard phase*, you must discard hand cards down to your reduced limit. During *Phase 7: Draw phase*, you may only draw new cards up to your reduced limit. Paralysis tokens must be kept until the end of the fight, unless they can be removed by an effect.

Boss 2: Crabantula

Half spider, half crab, this giant creature combines the advantages of both species. Hard shell, venomous core. Don't fall prey to its friendliness! It is generous with its spiderwebs, at least until you can't move anymore. That's when its spiderlings finish you off. Tread carefully in the darkness and keep your torch ready!

Loot Cards

Before the fight against Crabantula begins, take the Loot cards up to star level . Choose 1  Loot card and 1  Loot card each and add both cards to your deck.

From now on, you may remove cards from your deck before each Boss fight. But remember that your deck can't have less than 20 cards at the start of Boss fight.

Experienced Heroes

Your Heroes have gained experience and strength. From now on, each Hero has their own unique ability. Replace your Hero cards with your experienced Hero cards (star level ). If you play the Goblin or Dryad, you can find an explanation of your Hero ability on page 8.

Torch



Only for this Boss fight, place the Boss-specific Item **Torch** next to the other Items. You can scan the Torch as an Action to drive away both the darkness and the Spiderlings. What does this mean exactly? Well, you'll have to find out yourselves during the Boss fight ...

Spiderlings



Place all **Spiderling** tokens as a supply within easy reach in the middle of the play area. In the fight against Crabantula, the app will tell you when you receive Spiderlings and what their (negative) effects are. Place your Spiderlings on your Class card. The supply of Spiderling tokens is unlimited. If you run out of Spiderling tokens, use something else as a substitute.

Spiderlings are **not** Status tokens! **You can only remove Spiderlings by scanning the Torch as an Action.**

Spiderwebs



Only for this Boss fight, place the 5 **Spiderwebs** near your device.

Items

In this Boss fight, you may use the following Items: Backpack, Healing Potions, Lucky Charm, Medical Bag, Waterskin, and the Boss-specific Item Torch.

Curses



In the Boss information screen of the app, you can always see before the fight if a Boss will use Curses against you. If so, shuffle all Curse cards to create a face-down Curse pile and place it within easy reach near your device. Leave some space for a **Curse discard pile**.

Whenever you receive a Curse, draw 1 card from the Curse pile and place it face-down next to your Hero card—without looking at it!

At the start of the next **Phase 3: Action phase**, flip over all received Curse cards. These Curses are now **active**. Resolve their effects.

Most Curses are discarded at the end of the Action phase. **Instant Curses** take effect immediately and are then discarded. **Permanent Curses** stay in front of the Hero until the end of the fight.

If the Curse pile is empty, shuffle the Curse discard pile and form a new Curse pile.

Curses are **not** Status tokens! You can remove active Curses by playing the star level  Loot card Cursebreaker from the base game.

Boss 3: Magosaurus Hex

Normally, these giant lizards are extremely stupid. However, this specimen was lucky enough to hatch on the grounds of a former ritual site, which bestowed magical abilities upon it. Locals worship Magosaurus Hex as a god, often offering sacrifices to calm its anger. Would you like to volunteer?

Loot Cards

Before the fight against Magosaurus Hex begins, take the Loot cards up to star level 5. Choose 1 4 Loot card and 1 5 Loot card each and add both cards to your deck.

Resilient Heroes

Your Heroes have become more resilient and now have more health points! Replace your current Hero cards with your new star level 5 Hero cards.

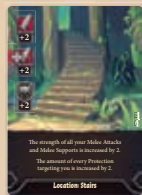
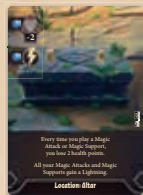
Locations

In the fight against Magosaurus Hex, you can move to different Locations by scanning a Location card as an Action. Each Location has different advantages and disadvantages.

Each Hero receives a set of 3 different Location cards. Place them to the right of your individual Class card. These 3 Location cards are **not part of your deck or hand cards**, they are never placed on your discard pile or shuffled into your draw pile.

As an Action, you may play a Location card to move to that Location. Place the Location card you played near your device, next to your Hero icon in the app, to show that this is your current Location.

Note that the first Location card you play each round gains 1 Lightning. This means you can **change your Location “for free” once per round**.



Location: Stairs

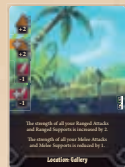


On the **Stairs**, you can attack the Boss more effectively in melee combat. The strength of all your Melee Attacks and Melee Supports is increased by 2.

The amount of every Protection effect targeting you is increased by 2.

However, on the Stairs you are also hopelessly at the mercy of Magosaurus Hex's abilities, so try to get to a safer Location in time.

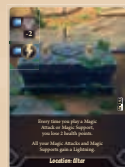
Location: Gallery



On the **Gallery**, you can attack the Boss more effectively in ranged combat. The strength of all your Ranged Attacks and Ranged Supports is increased by 2.

However, melee combat is more difficult from up on the Gallery. The strength of all Melee Attacks and Melee Supports you play at this Location is reduced by 1.

Location: Altar



Standing next to the **Altar** drains your life force. Each time you play a Magic Attack or Magic Support, you lose 2 health points.

At the same time, the Altar increases your magical capabilities. All Magic Attacks and Magic Supports you play at this Location gain 1 Lightning.

Items

In this Boss fight, you may use the following Items: Backpack, Healing Potions, Lucky Charm, Medical Bag, and Waterskin.

Fire Tokens



When you receive a Fire token, place it on your Hero card. The supply of Fire tokens is unlimited. If you run out of Fire tokens, use something else as a substitute.

Fire tokens must be kept until the end of the fight, unless they can be removed by an effect.

During *Phase 5: Status phase*, for each of your Fire tokens (one after another) you must first draw 1 card from your draw pile and then decide whether to remove this card for the rest of the Boss fight **OR** place it on your discard pile and lose 2 health points.

Fire tokens are Status tokens. You may remove them using Items or card effects (for example, the Medical Bag).

Boss 4: Wood Muncher

After years of searching, the greedy Gloom Goblin Goldy has finally tracked down an ancient Gaia Tree. Now she is planning to cut it down with the help of her gigantic wood cutting robot called Wood Muncher. The Gaia Tree's wood is said to have magical properties and it is worth its weight in gold. This would be Goldy's biggest coup! Can you save the Gaia Tree or will Wood Muncher smash you to matchwood?

Loot Cards

Before the fight against Wood Muncher begins, take the Loot cards up to star level . Choose 1  Loot card and 1  Loot card each and add both cards to your deck.

Experienced Classes

You have gained proficiency in your Classes. From now on, each Class has their own unique ability. Replace your Class cards with your experienced Class cards (star level ). If you play the Shaman or Paladin, you can find an explanation of your Class ability on page 8.

Scrap Bullets



Only for this Boss fight, place the **Scrap Bullets** near your device.

Crosshairs



Only for this Boss fight, place the **Crosshairs** near your device.

Items

In this Boss fight, you may use the following Items: Backpack, Healing Potions, Lucky Charm, Medical Bag, and Waterskin.

Boss 5: Lava Phoenix

Every 1,000 years, this creature of unparalleled power awakens from the lava pits on this volcanic island, threatening to consume the world in its fire. You will have to muster all your courage, experience, and equipment to prevent this apocalypse. Will you be able to turn the Lava Phoenix back into a small heap of ash, or will it turn your world to dust instead?

Loot Cards

Before the fight against the Lava Phoenix begins, take the Loot cards up to star level . Choose 1  Loot card and 1  Loot card each and add both cards to your deck.

Resilient Classes

You have mastered your Classes and now have more health points! Replace your current Class cards with your new star level  Class cards.

Items

In this Boss fight, you may use the following Items: Backpack, Healing Potions, Lucky Charm, Medical Bag, and Waterskin.

End of the Journey?

You really defeated all Bosses in this jungle, even the mighty Lava Phoenix! That way you managed to postpone the apocalypse for another 1,000 years—congratulations!

But is this the end of your adventures? Probably not, because new dangers are lurking everywhere and it won't be long before you encounter new challenges and Bosses. So be sure to check our website or the app regularly to stay updated on the latest news. While you wait, why don't you try beating all Bosses on a higher difficulty level or face the terrifying Elite Bosses? Choose new Hero and Class combinations and let's go!

Credits

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Special thanks go to Sebastian, who gave the Bosses a serious level-up; to Florian, who programmed the app all on his own; and last but not least to the many Pegasus Spiele supporters, who tested the game together with their board gaming groups.

Playing is Passion!
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Elite Bosses

After you have defeated all Bosses from the base game, you can use your mighty star level  Heroes to fight against the Elite Bosses. Elite Bosses are incredibly strong versions of the Bosses you have already defeated. You can fight against the Elite Bosses on all 4 difficulty levels.

Are you brave enough to face this challenge?



Important Rules

Overview: Status tokens

Place any Status tokens you receive on your Hero card. You can remove them using the Medical Bag or through card effects. The supply of Status tokens is unlimited. If you run out of a required Status token, use something else as a substitute.

Poison tokens

During *Phase 5: Status phase*, you lose 1 health point for each Poison token on your Hero card. Poison tokens must be kept until the end of the fight, unless they can be removed by an effect.

Panic tokens

If you have 1 or more Panic tokens, you may only play hand cards at random. If you want to play a hand card, shuffle your hand cards and randomly draw 1 of them to play. Immediately discard 1 Panic token after randomly playing a hand card!

Paralysis tokens

For each Paralysis token, your hand size limit is reduced by 1. During *Phase 6: Discard phase*, you must discard hand cards down to your reduced limit. During *Phase 7: Draw phase*, you may only draw new cards up to your reduced limit. Paralysis tokens must be kept until the end of the fight, unless they can be removed by an effect.

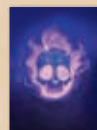
Fire tokens

During *Phase 5: Status phase*, for each of your Fire tokens (one after another) you must first draw 1 card from your draw pile and then decide whether to remove this card for the rest of the Boss fight **OR** place it on your discard pile and lose 2 health points. Fire tokens must be kept until the end of the fight, unless they can be removed by an effect.

Loot Cards

- With every star level you reach, you may add exactly 1 Loot card of that star level to your deck. So if you have reached star level , you may each add 1 , 1 , and 1  Loot card to your deck.
- Before every Boss fight, you may exchange your Loot cards for different ones from the same star level to best prepare for the upcoming fight.
- Before every Boss fight (except the first one), you may remove cards of your choice from your deck. However, at the beginning of every Boss fight, your deck must consist of at least 20 cards.

Curses



At the beginning of the Boss fight, shuffle all Curse cards to create a face-down Curse pile. Whenever a Hero receives a Curse, draw 1 card from the Curse pile and place it face-down next to that Hero's card—without looking at it!

At the start of the next *Phase 3: Action phase*, flip over all received Curse cards. These Curses are now active.

Most Curses are discarded at the end of the Action phase. Instant Curses take effect immediately and are then discarded. Permanent Curses stay in front of the Hero until the end of the fight.

You can remove active Curses by playing the  Loot card *Curse-breaker*. Curses are not Status tokens!

Don't forget!

- Supports are not Attacks! A card effect that refers to an Attack will not work with a Support card (and vice versa).
- Place the cards you play in your card play area. **DO NOT** place them on your discard pile during the Action phase. In *Phase 6: Discard phase*, place all the cards you have played this round on your discard pile (together with hand cards of your choice). This way, it is not possible to play the same card multiple times in the same round.
- If your draw pile is empty, immediately shuffle your discard pile to create a new draw pile. Do not shuffle the cards into your draw pile that are currently in your card play area.
- Each Boss fight lasts several rounds. Every round, each Hero has 3 turns. Each turn consists of 1 or more Actions.
- Your health points can never exceed your starting health value!
- If an effect lets you look at a number of cards from your draw pile, but there aren't enough cards, first shuffle your discard pile and place it below the remaining cards of your draw pile. Then look at the number of cards stated in the effect.
- If the target of a Boss ability is unclear (because multiple Heroes have the same amount of health points, for example), you may decide which Hero the ability should target. If the Boss ability targets specifically 1 Hero, it will only ever affect 1 Hero, never more!